

Figure 1

FIG. 2

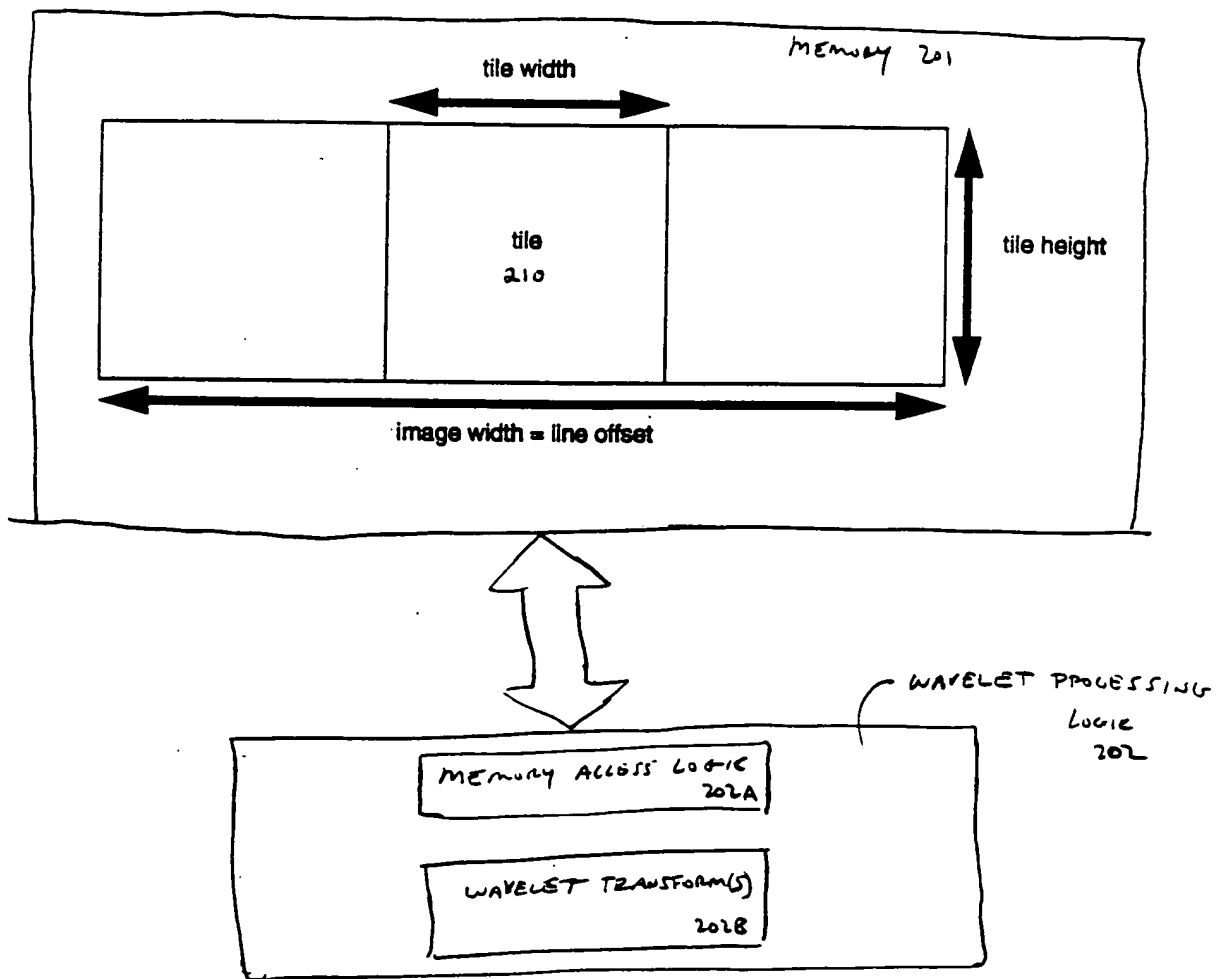


Figure 2

FIG. 3

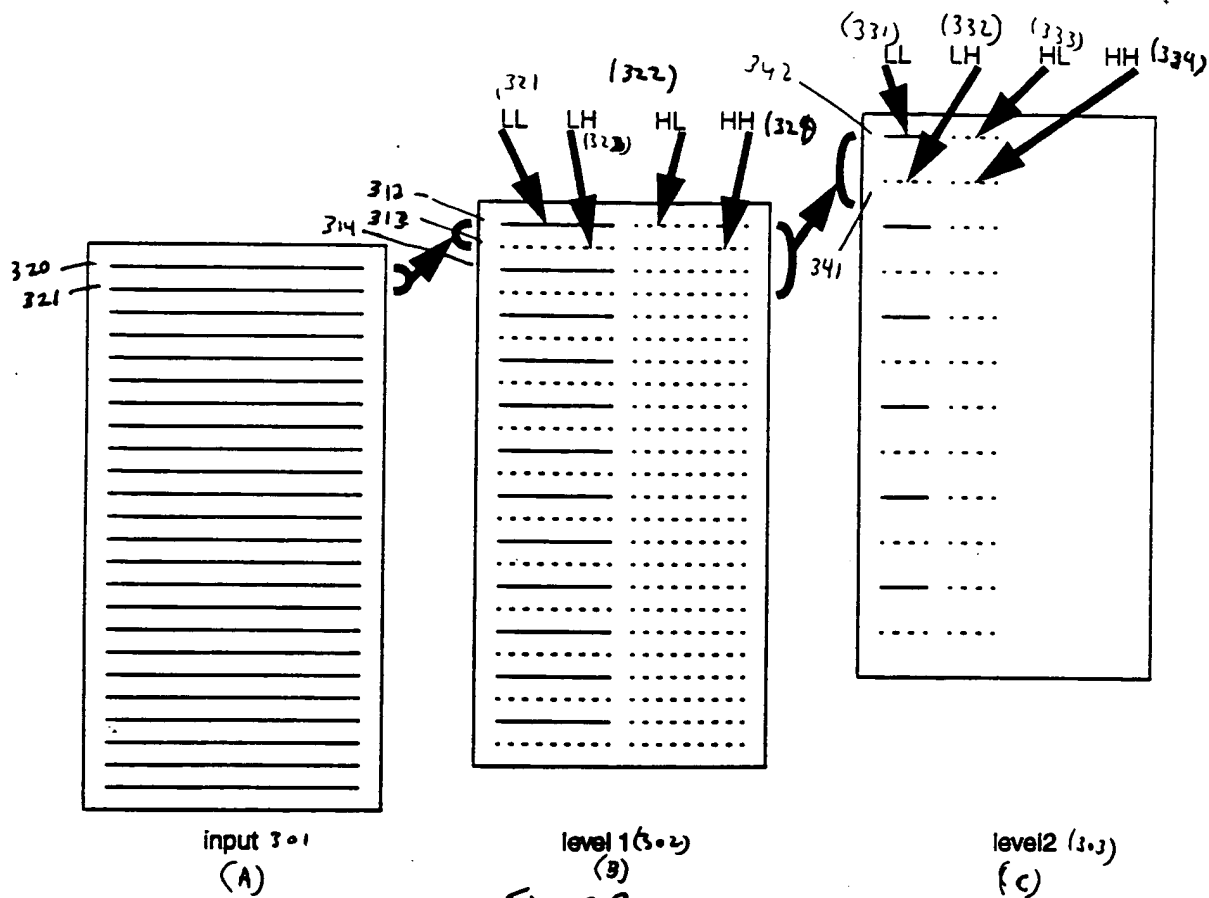


Figure 3

level2
(D)

level 1
(E)

output
(F)

level 1
(E)

FIG. 4A

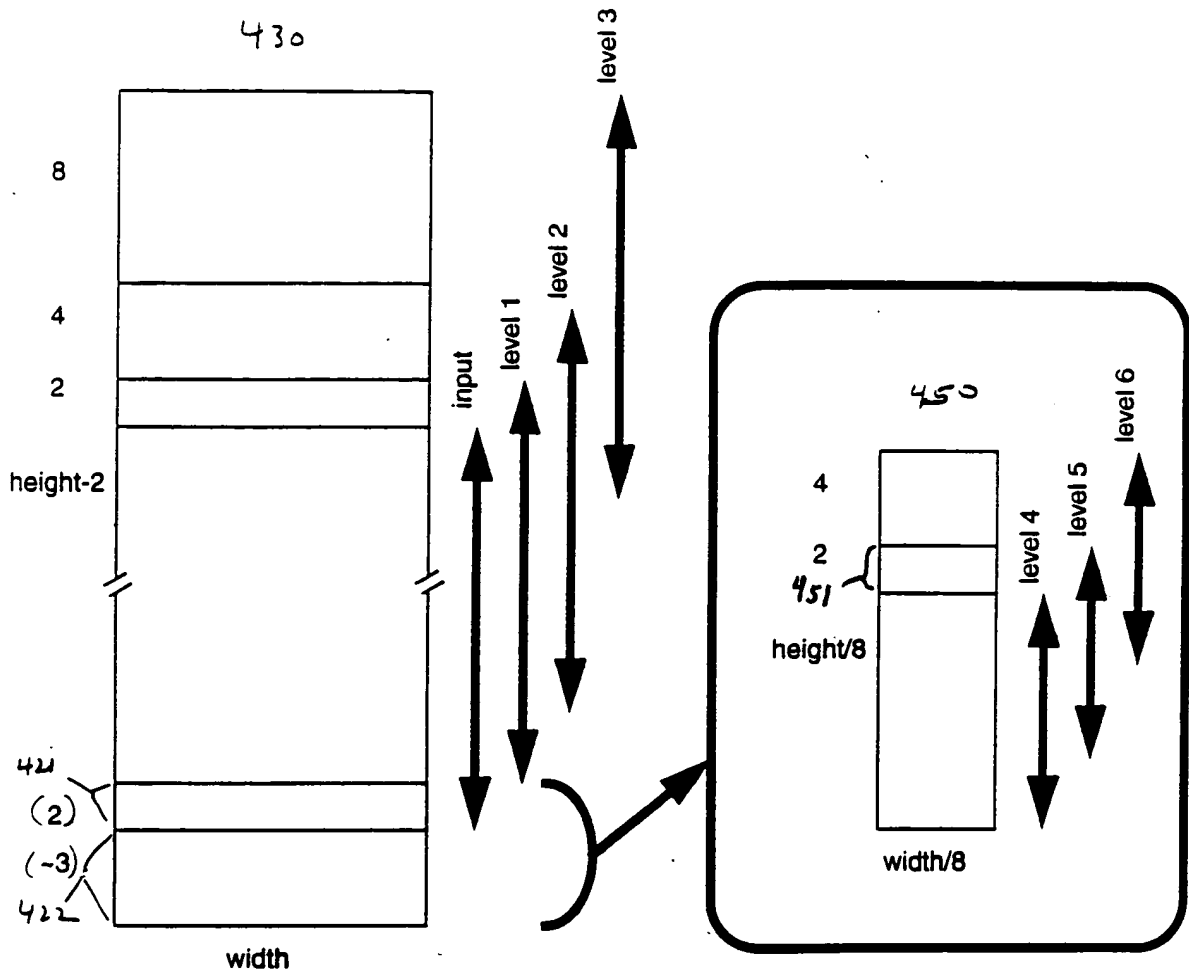


Figure 4A

Figure 4B

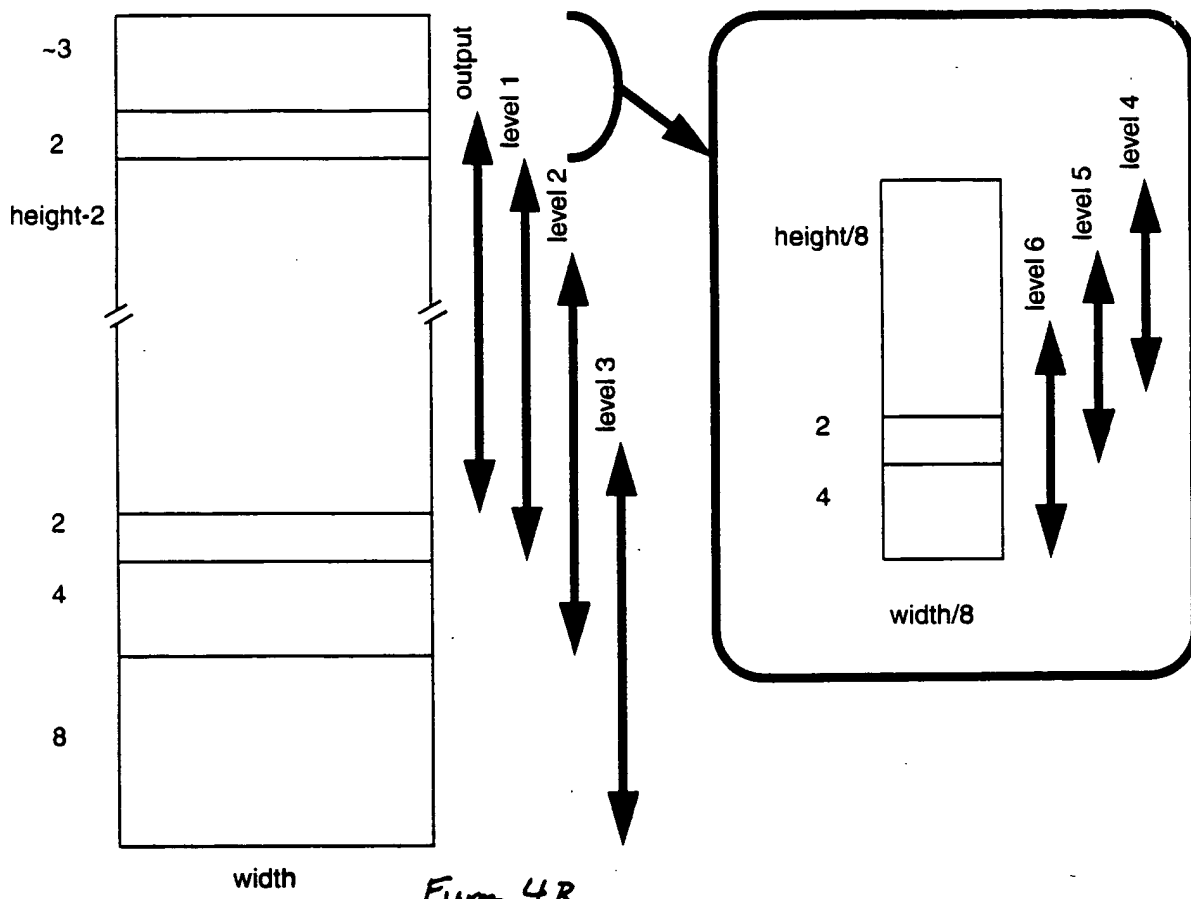


Figure 4B

The diagram illustrates the architecture of a video encoder, showing the flow of data from input to output. The process is as follows:

- Input:** "color input pixels (RGB) in raster order".
- Tile and Memory:** The input is processed in "tile" units. A "memory to store pixels" block is shown, with dimensions "image width - tile width" and "tile height".
- Color Conversion:** The data from the memory is sent to a "color conversion and/or level shifting" block.
- Component Buffers:** The output of the conversion block is split into three parallel paths, each leading to a "coefficient buffer for one tile, one component (used by transform)". These buffers are labeled S_{02_1} , S_{02_2} , and S_{02_N} .
- Context Model and Entropy Coding:** The outputs from the three component buffers are sent to a "context model and entropy coder" block, labeled S_{03}/S_{04} .
- Coded Data Memory:** The output of the entropy coder is sent to the "coded data memory" block, labeled S_{05} .

Figure 5

20250303 15:04:44

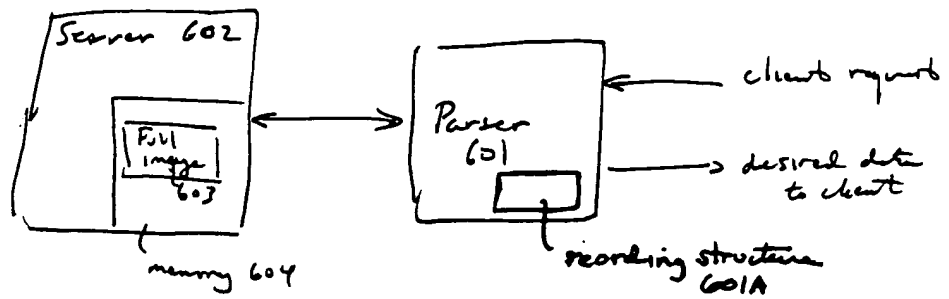


Figure 6A

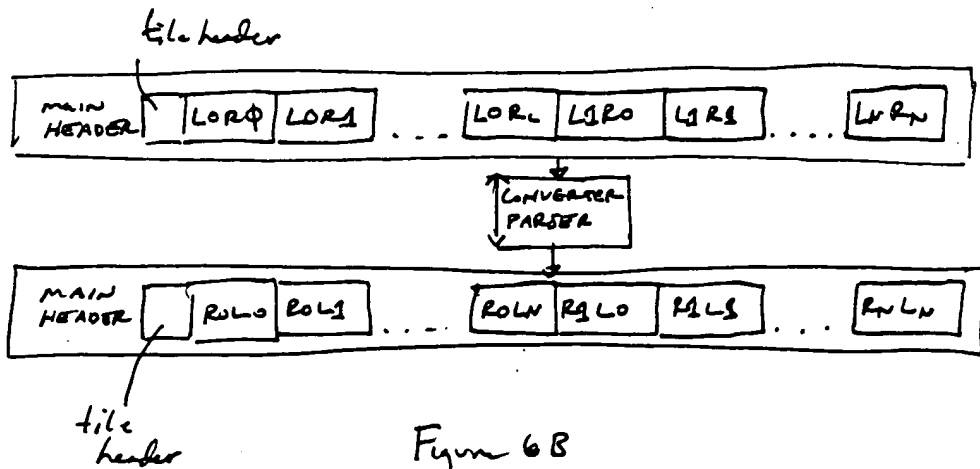


Figure 6B

Figure 7A

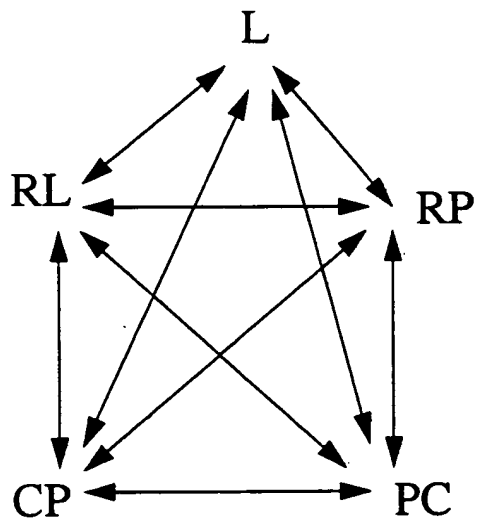


Figure 7A

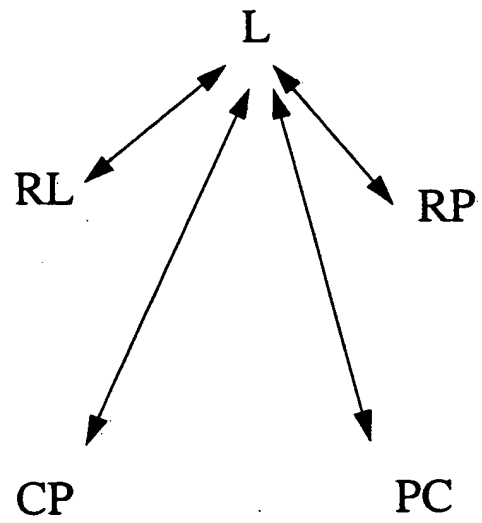


Figure 7B

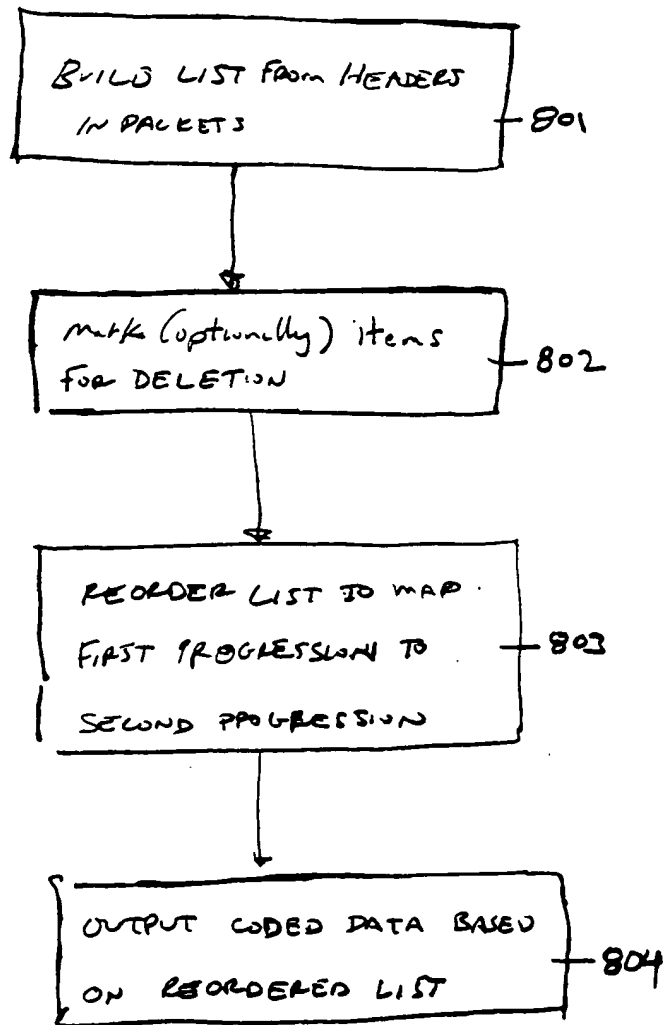
[illegible]

Figure 8

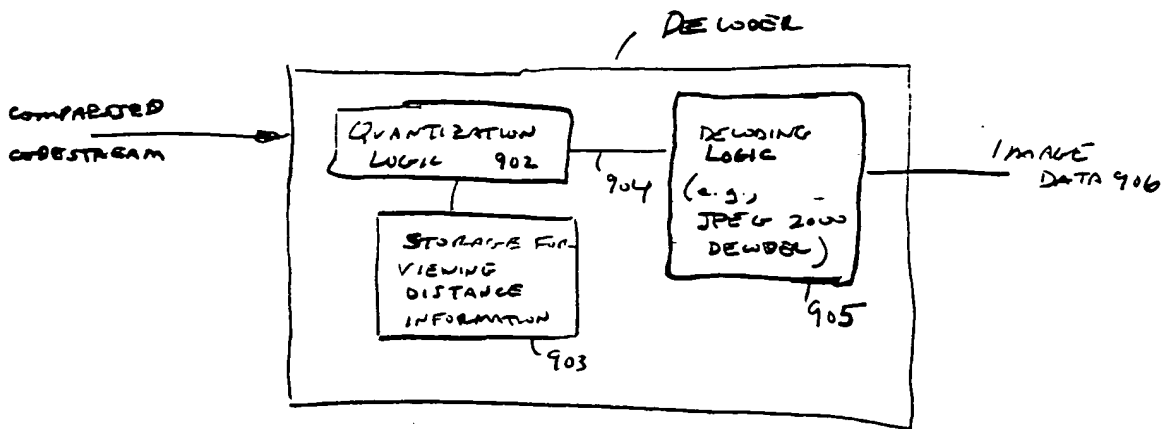


Figure 9

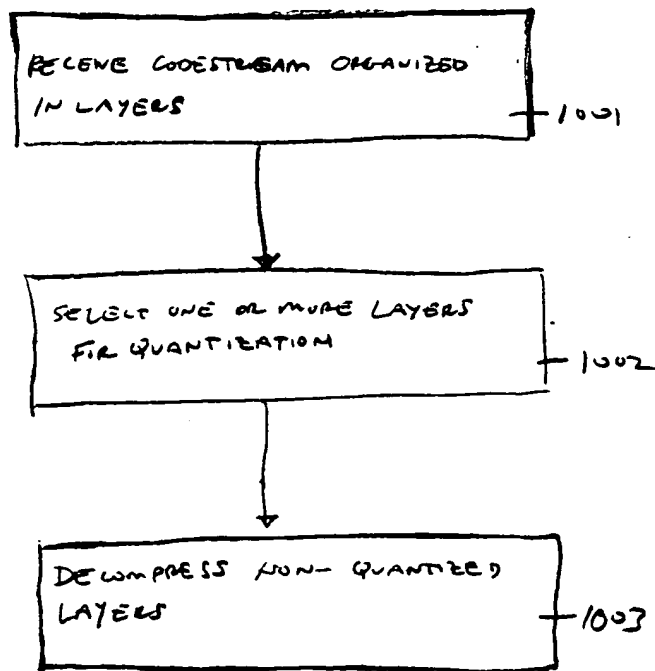


Figure 10

FIG. 9

```

graph TD
    1101[Determine portion to be edited and deletes them] --> 1102[Perform edits]
    1102 --> 1103[Recompress the portion]
    1103 --> 1104[Create a replacement portion for the constraint]
  
```

Figure 11

11-4060-2300000

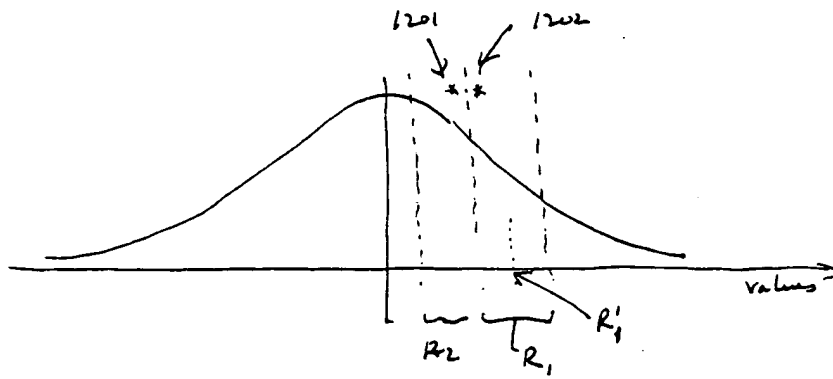


Figure 12

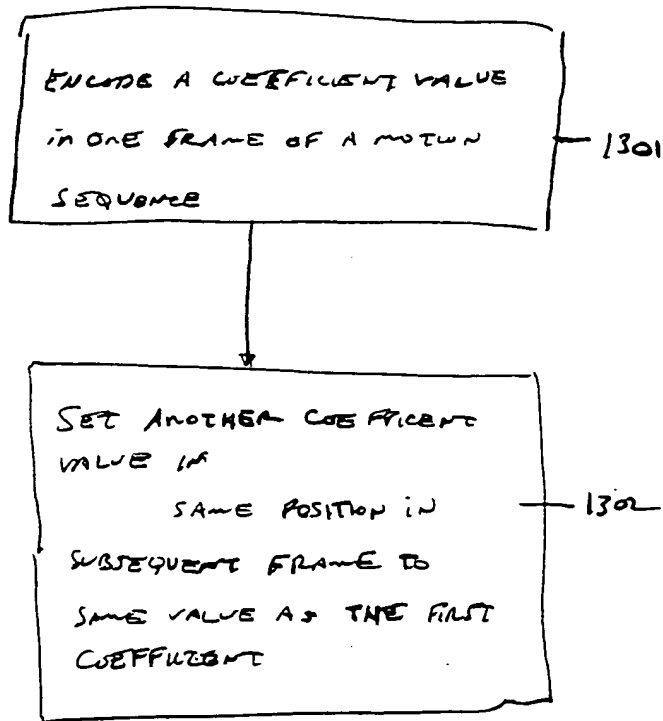


Fig 13

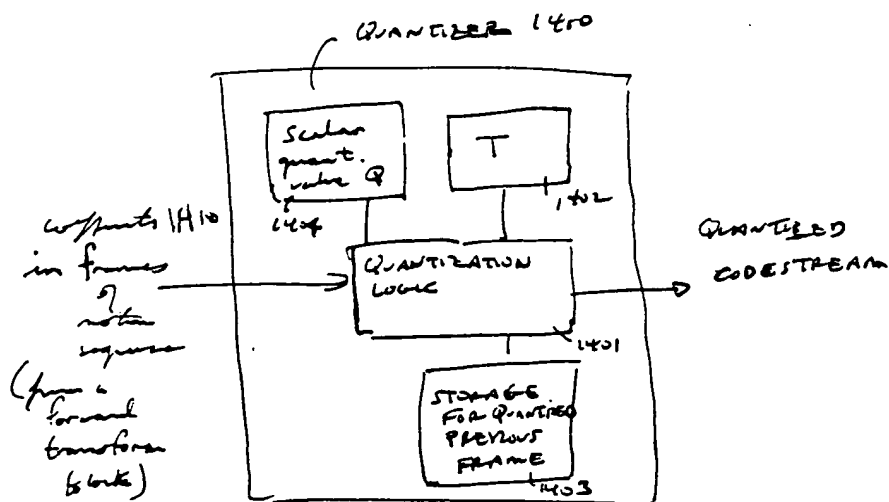


Figure 14

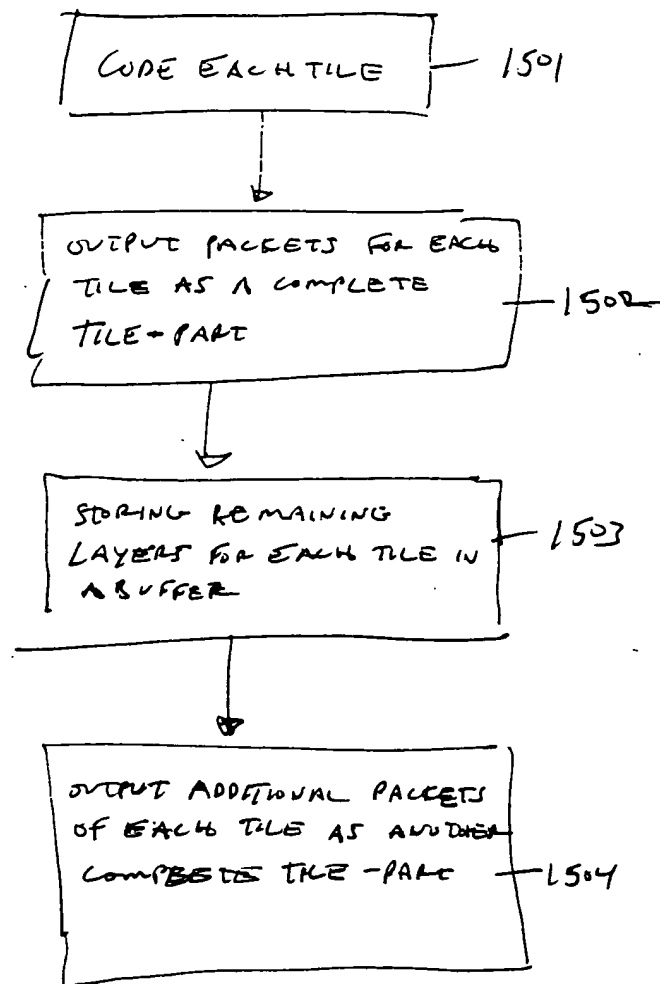


Fig 15 A

104050-2600000

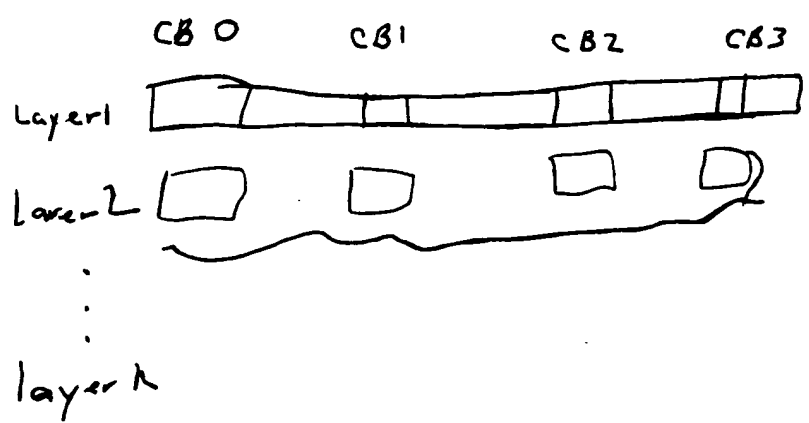


Fig 15B

FIG. 16

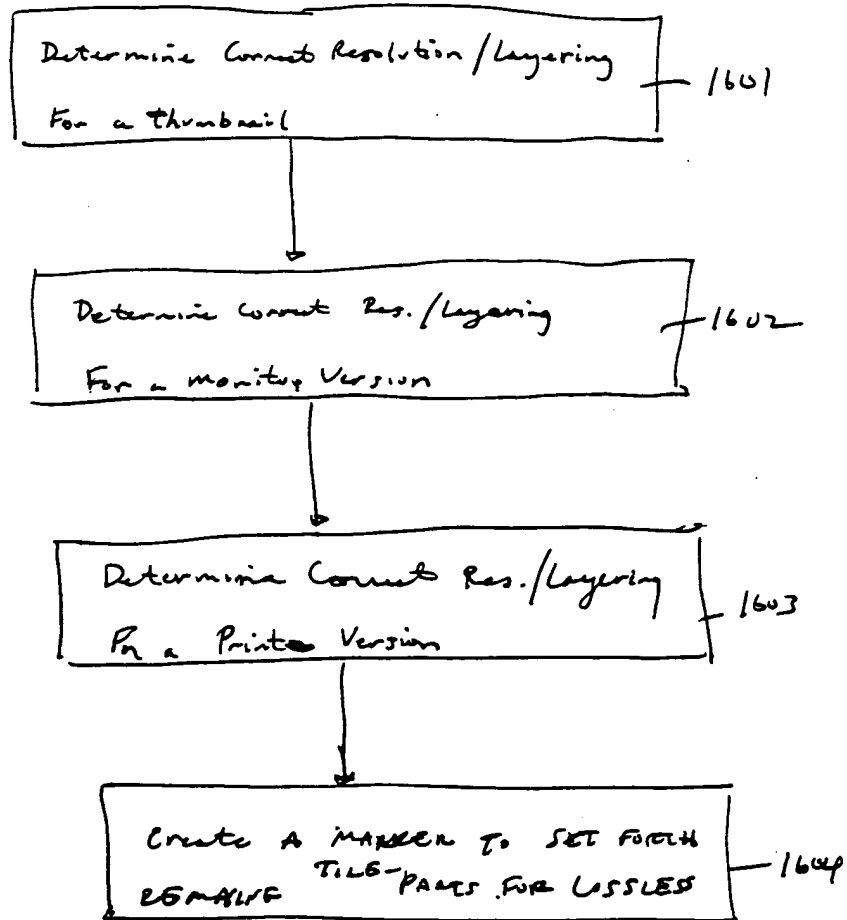
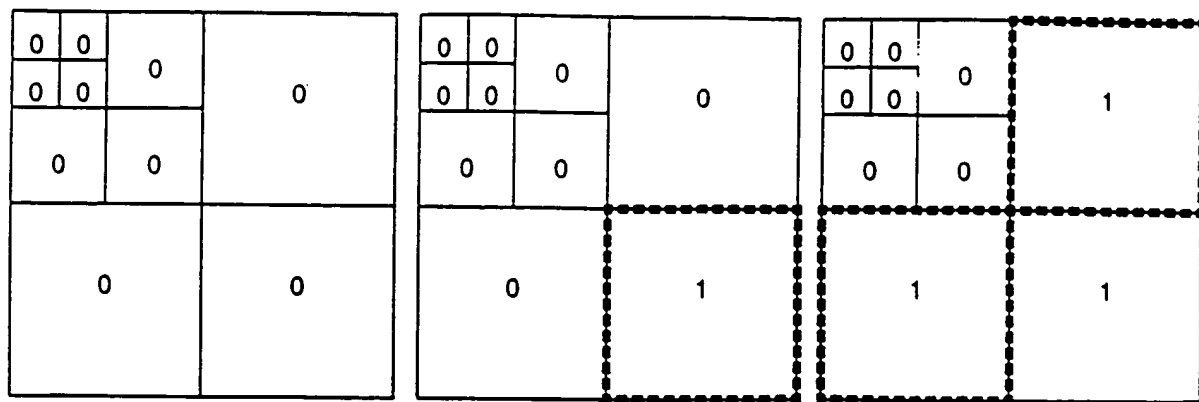


Figure 16

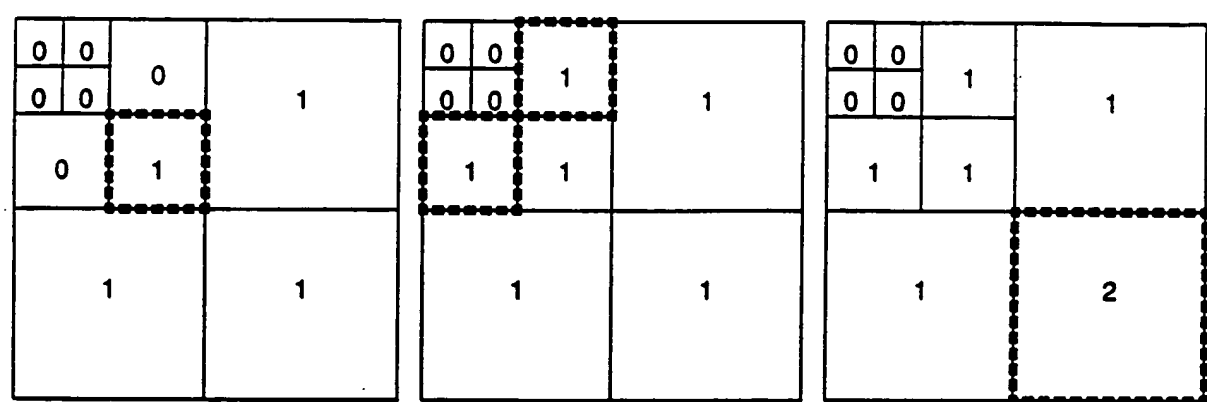
104050-2600000



A = lossless

B

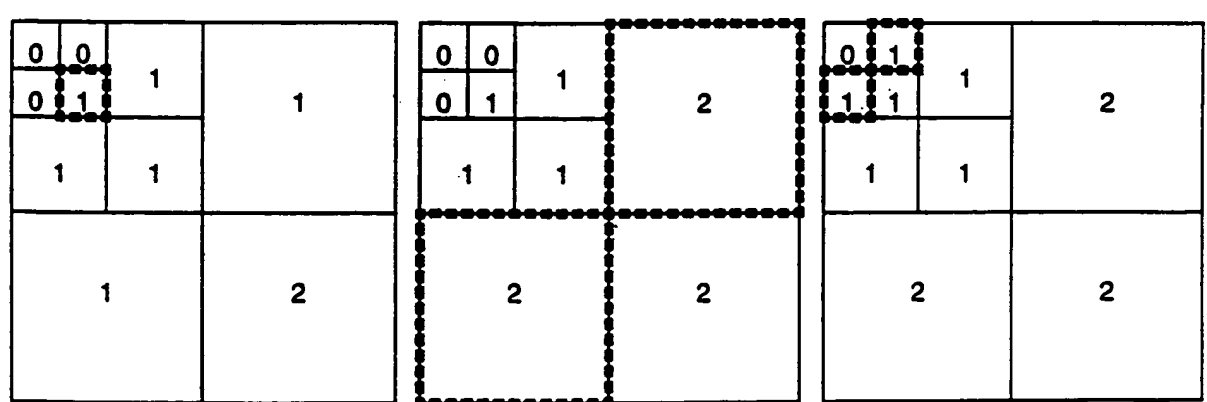
C



D

E

F



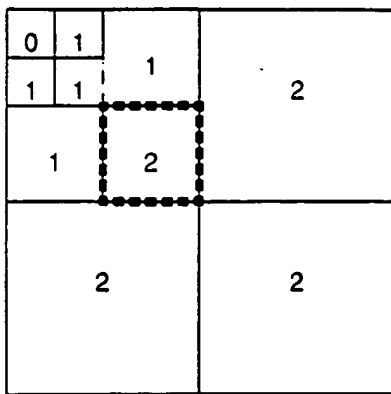
G

H

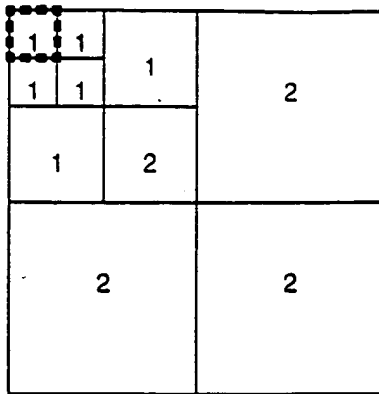
I

Figure 17

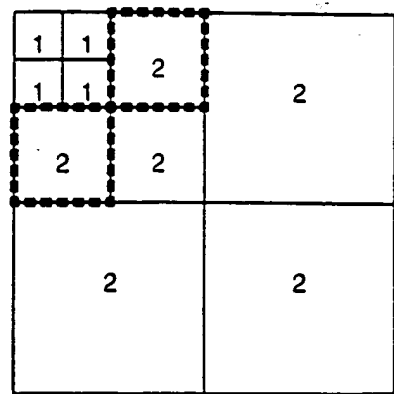
104060-2000000



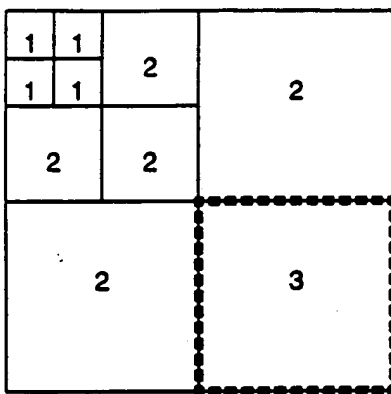
J



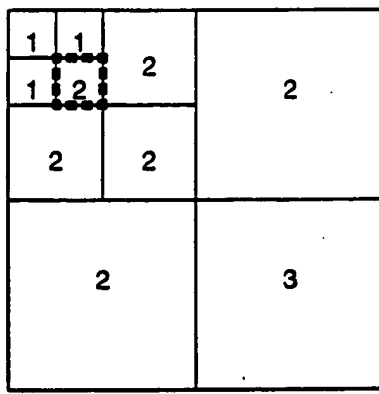
K



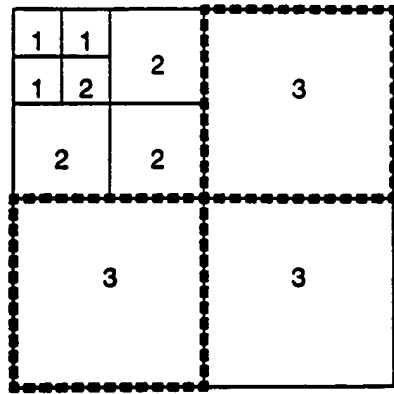
L



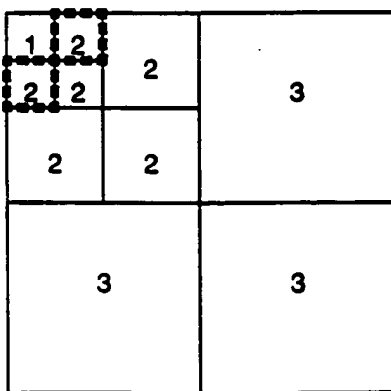
M



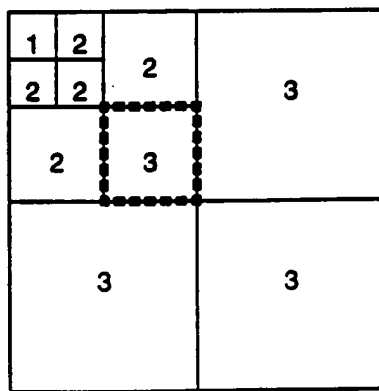
N



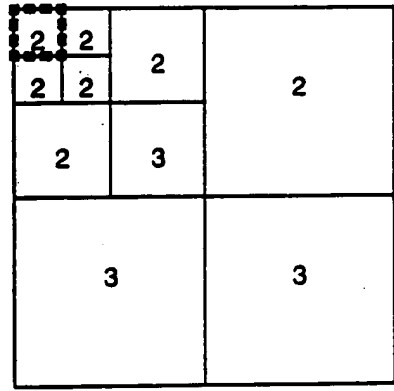
O



P



Q



R

Figure 18

Figure 1 consists of three diagrams illustrating different chrominance sampling patterns. Each diagram is a 4x4 grid of cells. The first diagram, labeled 'luminance', shows a 2x2 subgrid of 0s in the top-left, a 2x2 subgrid of 1s in the top-right, and a 2x2 subgrid of 2s in the bottom-left. The second diagram, labeled 'chrominance', shows a 2x2 subgrid of 0s in the top-left, a 2x2 subgrid of 2s in the top-right, and a 2x2 subgrid of 3s in the bottom-left. The third diagram, labeled 'chrominance', shows a 2x2 subgrid of 0s in the top-left, a 2x2 subgrid of 2s in the top-right, and a 2x2 subgrid of 3s in the bottom-left. All three diagrams have a dashed line to the right labeled 'all'.

chrominance

chrominance

2000

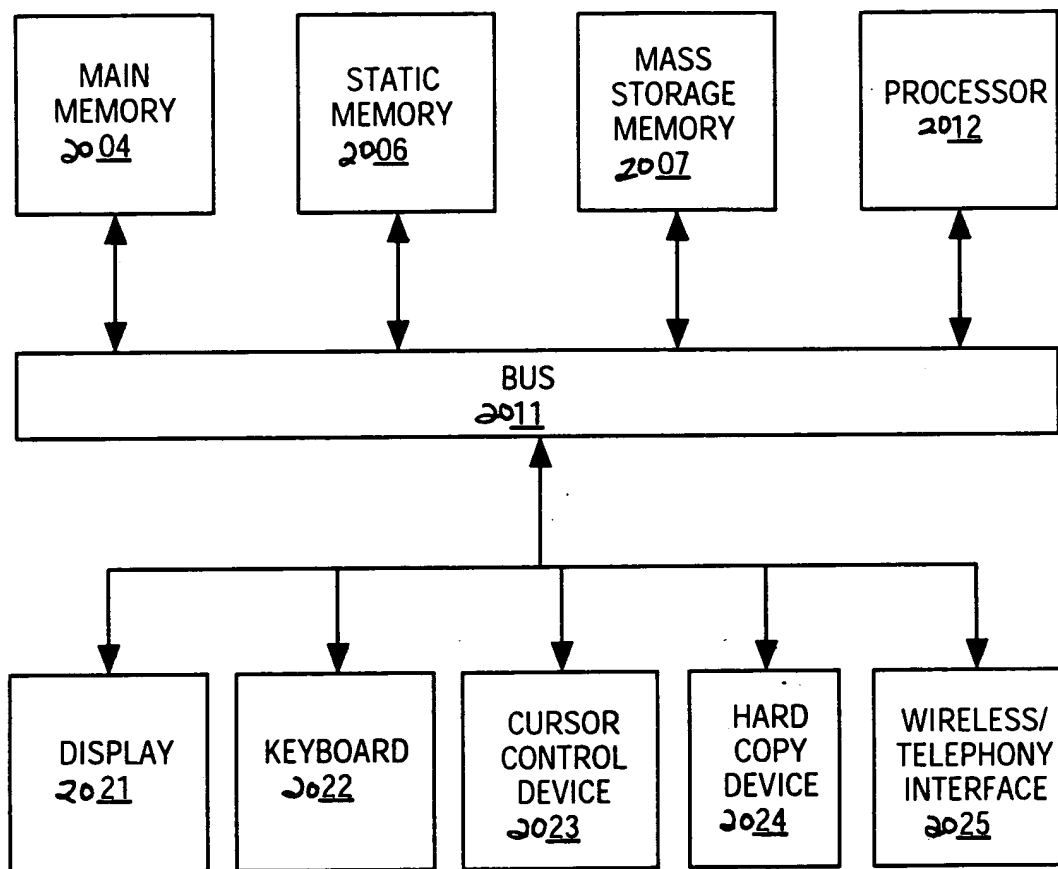


FIG. 20

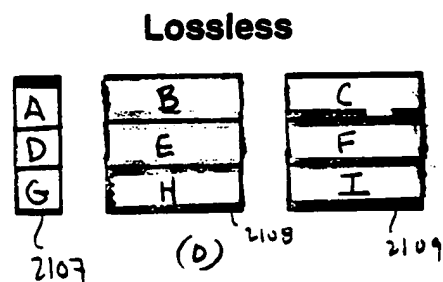
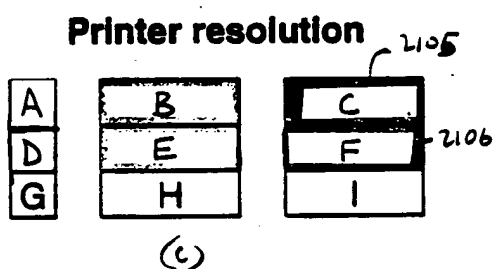
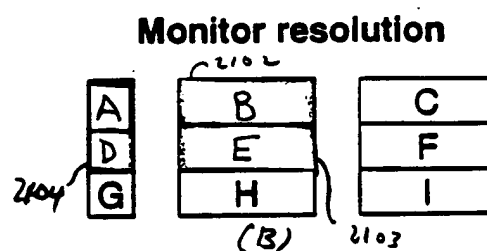
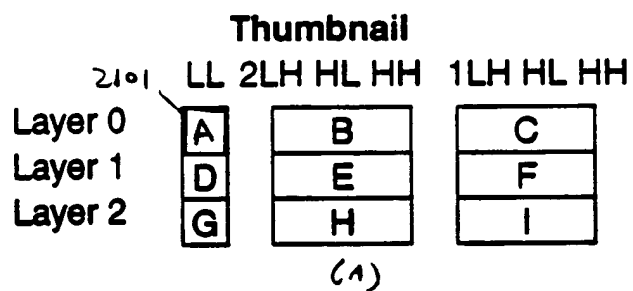


Figure 21

0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	0	0	0	1	1	3	4	4	8
0	2	2	6	7	7	10	11	11	15
5	9	9	13	14	14	17	18	18	22
12	16	16	20	21	21	24	25	25	29
19	23	23	27	28	28	31	32	32	36
26	30	30	34	35	35	38	39	39	42
33	37	37	40	41	41	43	44	44	45
3LL	3HL	3LH	3HH	2HL	2LH	2HH	1HL	1LH	1HH

Fig. 23

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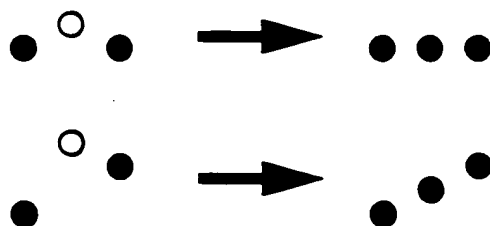


Fig 24

[illegible]